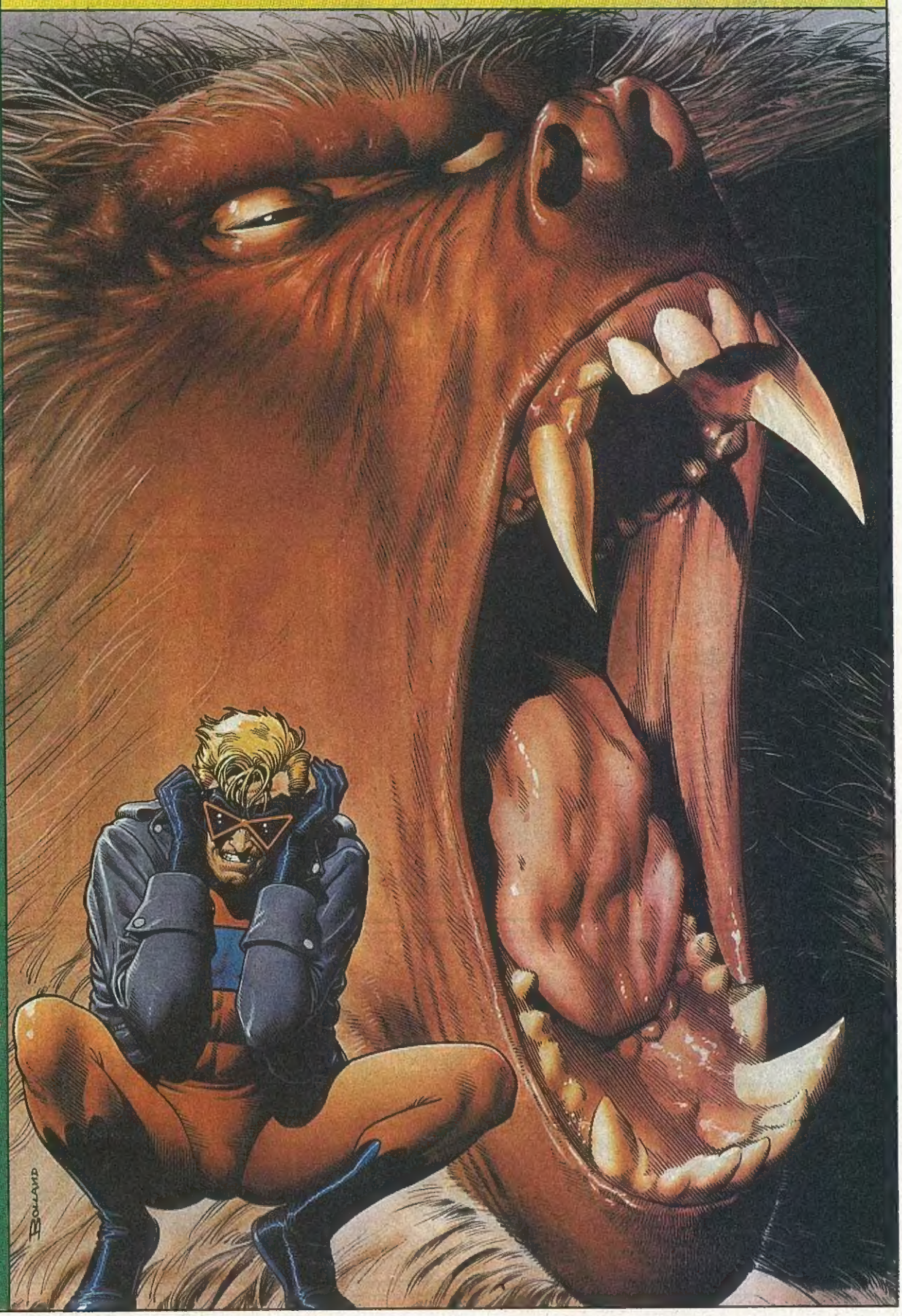
COMIC SHOP NEWS 209

FRANK MILLER CHARTS



Animal Man ™&©1991 DC Comics

The Not-So-New Zoo Review

There were a lot of fans who weren't sure about ***Animal Man*** when the series first debuted almost three years ago; after all, he was originally a second-string hero who starred in a very sporadic run of stories in ***Strange Adventures***. As it turned out, Grant Morrison and Chas Truog proved that there was more than a little life left in the concept--but as more and more people caught on to ***Animal Man***'s "animal appeal," back issues became harder and harder to find.

DC doesn't ignore its fans, though--to remedy the complaints of fans who simply can't find early issues of the series, DC is reprinting the book's first nine issues in a massive 240-page trade paperback--including the famous road runner-coyote story from ***Animal Man #5*** that changed the way many fans viewed those classic Warner Bros. cartoons... Grant Morrison, who has since left Animal Man for other venues, returns to write the introduction for the trade paperback.

One of ***Animal Man***'s most popular components has always been the eye-catching Brian Bolland cover, so DC is including every one of the Bolland covers for the first nine issues in the trade paperback collection--and as a special bonus, they've commissioned Bolland to create a new cover for the trade paperback. If it's Bolland, you know it has to be good--but if you want to get an idea just how good, sneak a peek at this week's ***CSN*** cover...

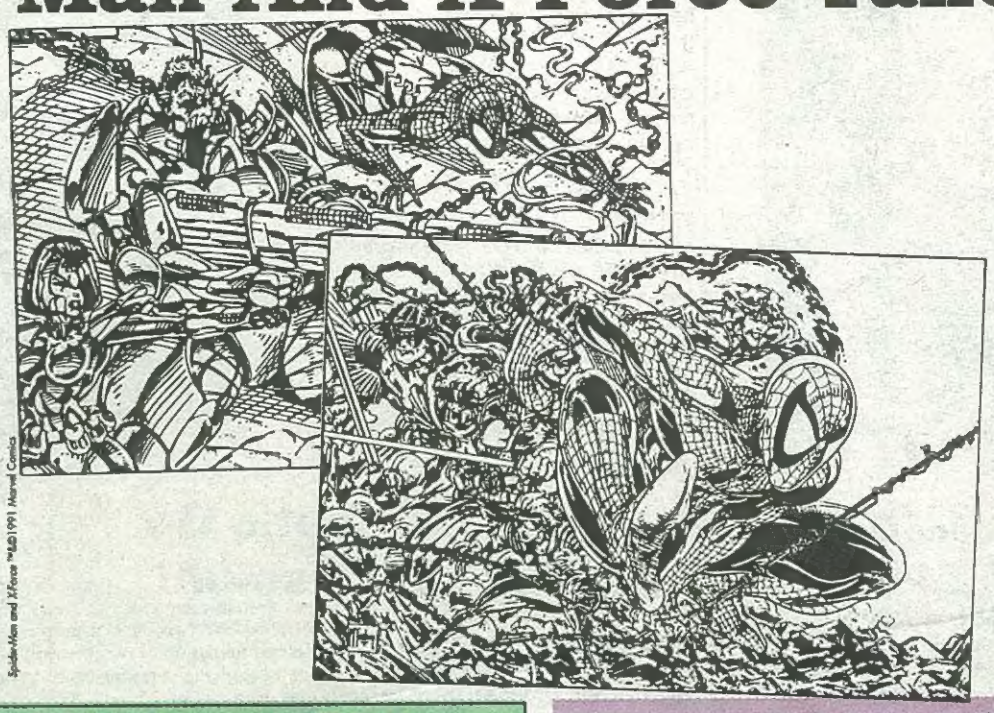
Animal Man, a $19.95 trade paperback, is scheduled for July 25th release.

by ALEX KIRKLAND

Spider-Man And X-Force Take Sides

Spider-Man and ***X-Force*** are two titles that have broken lots of sales records. They're also two titles that are no strangers to gimmicks--after all, ***Spider-Man*** was the book that first used multiple covers as a sales promotional tool, and everyone knows about ***X-Force #1***'s Marvel Universe Trading Card promotion, right?...

With this in mind, it should come as no surprise to anyone that ***Spider-Man #16*** and ***X-Force #4*** have come up with another intriguing gimmick. "Both books have only one cover each," Marvel's catalog editor Craig Kunaschk said, "they don't glow in the dark, and they aren't foil embossed, but they are--sideways! In fact, no only are the covers sideways, but so are the insides!" While this won't be the first time Marvel has done a book like this--after all, John Byrne used the format to his advantage during his run on ***Fantastic Four***--it's still such a rarity that many fans will have never seen it at all.



Spider-Man and X-Force ™&©1991 Marvel Comics

Why ***Spider-Man #16*** and ***X-Force #4***? Well, there's a reason--the two books present a two-part story that begins in ***Spider-Man #16***, when the X-Force and Spider-Man have to join forces to free Bobby DaCosta (Sunspot) and Gideon from the clutches of Black Tom Cassidy and the Juggernaut. The action continues into ***X-Force #4***. That's right: one two-part story uniting the talents of Todd McFarlane, Rob Liefeld, and Fabian Nicieza!

Spider-Man #16 is scheduled for September 19th release; ***X-Force #4*** follows a week later, on September 26th.

by LANNY LATHEM

DC Heads Warner's International Publishing Push

It's the sort of news that thrills animation fans: Warner Bros. Merchandising has announced an unprecedented, fully coordinated worldwide publishing program to be formed as the result of a new agreement with its sister company, DC Comics. As a part of this agreement, DC will assist Warner Bros. in locating foreign publishers for Warner Bros. characters, stories, and related materials. The major benefit for comics fans is the creation of a variety of new ***Looney Tunes*** and ***Tiny Toon Adventures*** comics material.

Scott Treimel has been named director of Warner Brothers International Publishing, the new division. Treimel's department will provide quality control services as well as creating original material. "We have a start-up team of six, and we'll begin to produce about 100 pages of comics a month--some of them ***Looney Tunes***, some based on the new ***Tiny Toon Adventures***," Treimel said. The publishing areas under this new division include books and magazines, comic books, children's books, coloring and activity books, and other similar product categories. They do *not* include film novelizations or other Warner Bros. publishing ventures that do not involve licensing.

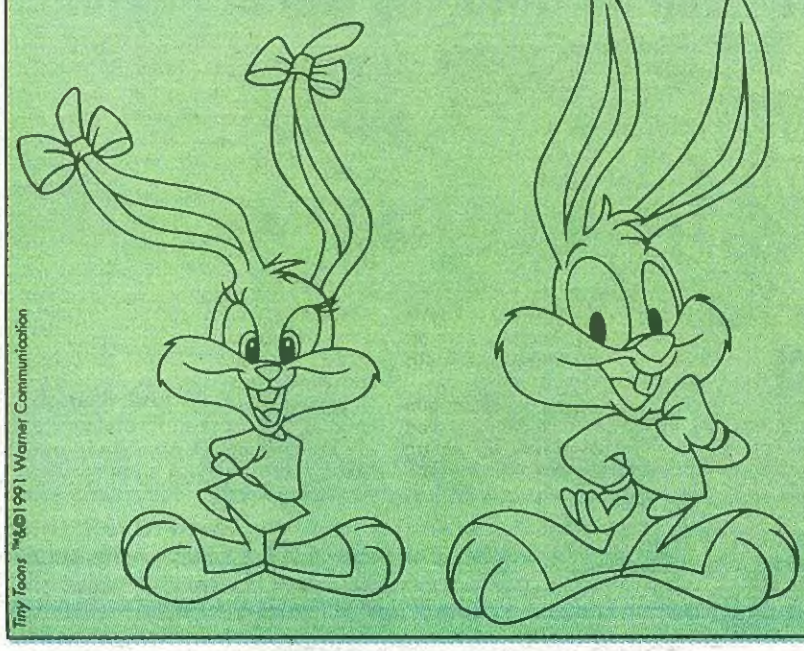
"We look forward to uniting the classic ***Looney Tunes*** characters and the characters from Steven Spielberg's new hit animated series ***Tiny Toon Adventures*** with the best children's publishers around the world," said Chantal D'Aulnis, DC Comics., Inc. Vice President of Business Affairs and International Rights.

"We're looking for experienced creators for this line," Scott Treimel said. "We have access to material from DC's ***Looney Tunes Magazine*** and ***Tiny Toon Adventures Magazine***, but we need to produce vastly more... We're doing projects with Bugs, Daffy, Porky--the Looney gang--along with their new friends Buster and Babs Bunny.

"What's exciting for us--and creators, too--is the chance to produce comics for children," Treimel said. "Internationally, that's a big audience, but it's lacking here. Maybe one day the American comics market for kids will return."

The editor of the new line is Katie Main, who has also edited ***Challengers of the Unknown***, ***Starman***, and the **Batman** newspaper strip. This summer at the major comics conventions, Main will be looking at experienced creators' portfolios.

by CLIFF BIGGERS



Tiny Toons ™&©1991 Warner Communication

Impel Deals the Cards (Marvel-Style) a Second Time

"Our second series of ***Marvel Universe Trading Cards*** is shipping right now, and it should be in comic shops by late June," Impel's Scott McCauley told ***CSN***. "We think fans who enjoyed the first series are going to love the second series of cards. We have a lot of the same artists back, but we also have some new categories of cards that fans have asked for repeatedly."

Impel's second series of ***Marvel Universe Trading Cards*** is the successor to one of the most popular debut series of cards in recent history. ***The Marvel Universe Trading Cards Series One*** were more popular than any previous comics-related card series, thanks in large part to the high-quality new artwork by popular artists (many other comics-related cards either feature artwork by lesser-known artists or simply reprint artwork from comic books). Impel has called on many of the same artists to illustrate cards for this second series, along with a few newcomers to the Impel line; among the artists whose work is featured on the cards are Erik Larsen, Paul Ryan, Lee Weeks, Arthur Adams, Ron Lim, Jim Lee, Mark Bagley, Mike Manley, Bret Blevins, and Steve Lightle.

The Marvel Universe Trading Cards Second Series category breakdowns include Superheroes, Supervillains, Arch Enemies, Rookies, Teams, Legends, Weapons, and Power Ratings. The second series will feature 162 cards --the same number as were in the first series--and five holograms; this time, the holograms will feature original designs.

Comics fans are already aware that Impel has also produced five Rob Liefeld-illustrated Marvel Universe cards that will be included in polybagged copies of ***X-Force #1***, available in late June. These cards will not be available anywhere other than in these prebagged comics.

McCauley confirmed that Impel was working on other card series as well, including an ***X-Men Card Series*** and a ***Marvel Universe Trading Cards Series Three***. Impel is also working with DC on a ***DC Universe Trading Card Series***, and will be producing two sets of ***Star Trek*** cards, ***Terminator II*** cards, ***Disney Collector Cards***, ***Hook*** cards, and more in the next year.

by CLIFF BIGGERS

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COMIC SHOP NEWS™
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A Fantastic Idea!

This September, Marvel's **Fantastic Four**, the book that marked the return of Marvel Comics to the superhero field, turns thirty years old. To celebrate the landmark event, Marvel is giving today's fans a chance to vicariously experience the excitement that old-time fans must have felt when they stumbled across that premiere issue on the comics racks in 1961. The **Fantastic Four #1 Reprint**, a $2.95 comic, is an exact facsimile reproduction of the classic **FF #1** by Stan Lee and Jack Kirby, including all of the original ads, text pages, etc. Sure it costs 30 times more than the original issue cost--but that's appropriate enough for a thirtieth anniversary celebration, don't you think?... (And after all, it's thousands of dollars less than you'd pay for an original copy of the same book, right?)

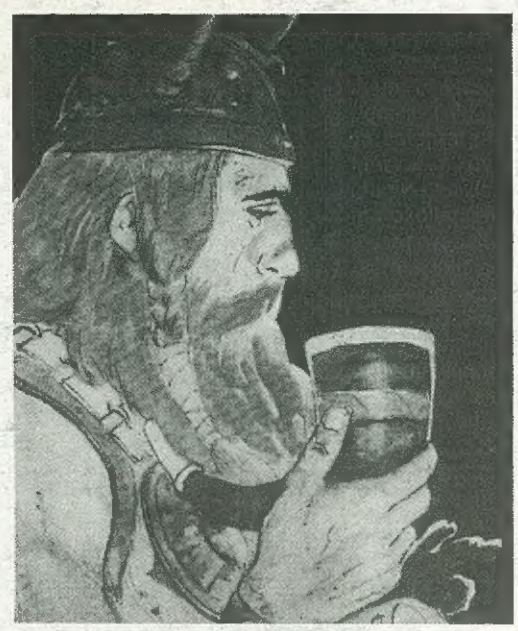
Fantastic Four
1
NOV.
10¢
FEATURING
"THE THING!"
"MR. FANTASTIC!"
"HUMAN TORCH!"
"INVISIBLE GIRL!"
TOGETHER FOR THE FIRST TIME IN ONE MIGHTY MAGAZINE!
I--I CAN'T TURN INVISIBLE FAST ENOUGH!! HOW CAN WE STOP THIS CREATURE, TORCH?
JUST WAIT AND SEE, SISTER! THE FANTASTIC FOUR HAVE ONLY BEGUN TO FIGHT!
THE THREE OF YOU CAN'T DO IT ALONE! IT'S TIME FOR THE THING TO TAKE A HAND!
IT'LL TAKE MORE THAN ROPES TO KEEP MISTER FANTASTIC OUT OF ACTION!

Fantastic Four™ &©1991 Marvel Comics

Love Conquers All...

...or at least Prince Jon, the Viking Prince, hopes it does! He has some serious problems to overcome in The Viking Prince, a hardcover graphic novel from DC. He's surrounded by enemies determined to keep him away from Asa, princess of the realm and the woman Jon loves. As if this isn't enough, there are also political entanglements and a sea-demon to be overcome before the two can be united...

The Viking Prince re-presents the Viking hero whose exploits were featured in classic Silver Age issues of Brave and Bold over three decades ago. The 128-page graphic novel is written by Lee Marrs and fully painted by Bo Hampton. Will Eisner supplies the introduction to the volume. The Viking Prince, a $24.95 graphic novel, is slated for June 20th release.



Viking Prince™ &©1991 DC Comics

Protectors Almost Ready For Adventure

The Protectors, the upcoming full-color superhero series that has been in the works at Adventure Comics for many months now, is scheduled to debut in January '92. **The Protectors,** a six-issue limited series is written by R.A. Jones and illustrated by Thomas Derenick, with covers by Clarke Hawbaker (in fact, here's a sneak peek at one of Hawbaker's six covers, all of which are already in the Adventure offices and ready to go!).

In addition, Hawbaker and Roland Mann will do a special **Protectors** one-shot starring The Arrow, one of the book's superheroes. **CSN** will keep you updated on new developments with **The Protectors** throughout the summer and fall.

A New Confederacy

When **CSN** passed along the news from one of Marvel's representatives that **Captain Confederacy** was slated to become a Marvel mini-series, we told you what was told to us--that it was a reprint title. As it turns out, the information was very, very wrong--oh, **Captain Confederacy** is appearing as a Marvel/Epic miniseries this September, but it will feature all-new material by Will Shetterly and Vince Stone, the same team responsible for the hit Steel Dragon Press limited series.

"**Captain Confederacy** is going to be a **new** four-issue limited series," Steve Saffel, Promotions Manager at Marvel Comics, told **CSN,** correcting misinformation we had been given earlier. Will Shetterly and Vince Stone's **Captain Confederacy** "will be a new Epic series, priced at $1.95 per issue, in full color, edited by Nel Yomtov." This new series will be a stand-alone series--that is, readers will not have to already have read the black-and-white series to enjoy this alternate-present series growing from the premise that the Civil War had ended in a decidedly different way, leading today's society in a very different direction.

In the new series, **Captain Confederacy** is a pregnant black woman whose partner, Kid Dixie, was the first Captain Confederacy. Captain Confederacy and Kid Dixie representing the separate nation of the Confederacy, are on their way to represent their nation at an enclave of superheroes gathering to promote world peace--but someone doesn't want them to make it to that meeting--alive...

According to Craig Kunaschk of Marvel, artist Vince Stone is taking a very different approach to this series. "This title mixes an intriguing blend of man and computer. The pencils are done by Vince Stone and the inks and colors are computer enhanced. This won't be in the computer style we're accustomed to, but rather a new innovation that closer resembles traditional inking and coloring." Stone's cover for Captain Confederacy #1 will be inked--the traditional way--by Al Williamson. Look for it on September 5th.

Captain Confederacy is one of several new projects that Yomtov is editing for Epic--and you'll be hearing about them all in **CSN** in the very near future!

Let's Go Fission!

Johnny Atomic, a new three-issue miniseries from Eternity, is the sort of comic that 1950's sf film fans will love: its hero, Johnathan A. Tomick, is a "cool cat" who has to save "this crazy world," according to Eternity. We're not talking Science Fiction Mystery Theatre material here, though; this is a hip comic offering a modern interpretation of a retro concept. **Johnny Atomic** is written and illustrated by Rick Forgus; look for it to debut in October.

Norse Gods Play JLE For Saps!

The Justice League International battling with Thor, Baldur, and Loki? Sure--but it's not the Thor, Baldur, and Loki you might be thinking about. Remember, these guys have been a part of Norse mythology far longer than they've been a part of the Marvel Universe. In **Justice League Europe #31**, a War of the Gods crossover, the JLI finds themselves battling the famous Norse gods--but it may be a very short battle, as the gods turn League members into trees. That'll teach 'em to leaf well enough alone... Will the League survive? Don't worry: writers Keith Giffen and Gerard Jones won't leave you out on a limb...

Monster Comics Offers a Tour of Dinosaur Island

"If your favorite scenes in **King Kong** have nothing to do with downtown Manhattan," Fantagraphics' publicity department says, "be sure to sink your talons into **Dinosaur Island.**" This new all-ages comic by Steven Sullivan and Brian Thomas takes readers to the South Pacific, where giant dinosaurs don't seem to know that they're supposed to be extinct. Each volume in the four-issue series will focus on a different period of Dinosaur Island's history. The first issue of **Dinosaur Island**, a 24-page supergloss-format all-ages comic priced at $2.25, is scheduled for July release.

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ParaGraphics
Printed at
STAR
Acworth, GA

Quickie War Makes For Funny Book

Last August, when Iraq invaded Kuwait, no one would have believed that ten months later, we'd be making jokes about "the mother of all battles." Of course, no one knew that it would also become one of the quickest of all battles, proving that blitzkrieg wasn't a forgotten skill. "The absurdity of these last few months gave us an unusual idea," NBM publisher Terry Nantier said. "Why not make a compendium of some of the funniest editorial cartoons on all this craziness we just went through?" NBM went through hundreds of editorial cartoons, choosing the best and securing the rights to sixty cartoons from some of the best known editorial cartoonists ever, including Bill Mauldin, Jim Borgman, Doug Marlette, and Paul Szep. The final product, **The Mother of All Windbags,** is a $5.95 half-sized trade paperback that will help remind us all of the war that was (thankfully) so very brief. "Consider this your official souvenir to the strange winter of '91, when a two-bit bully managed to grip the entire world," Nantier said.

Aircel Fleshes Out Its Schedule

Flesh Gordon, the cult-favorite film that spoofed the Flash Gordon serials of the 1940's, will become a comic book series from Aircel later on this year. **Flesh Gordon**, an inspired satire of grand space opera, will be a mature-readers four-issue full-color limited series; the creative team has not yet been chosen--but as soon as they are, you'll hear about it in **CSN**!...

D.R. & Quinch's Exploits Get Even More Colorful!...

Fleetway/Quality's **Definitive Editions** have concentrated thus far on Judge Dredd's exploits. With **Definitive Editions #5**, though, the series heads in a different direction as it spotlights **D.R. & Quinch**, the series with an attitude.

According to Fleetway/Quality, "The various and complete adventures of D.R. (short for "Diminished Responsibility") and Ernie Quinch contain much of the following: (1) excessive violence (2) generally depraved and irresponsible behavior (3) the imbibing of various intoxicants (4) the messing about with the space-time continuum (5) involvement with "show business" (6) gratuitous violence (7) endangerment of alien children (8) lewd and threatening acts of wanton destruction (9) cruelty to citrus fruit, and (10) abstract nastiness in the extreme. And that's just in the first ten pages!"

D.R. & Quinch™ &©1991 Fleetway/Quality

D.R. and Quinch, the creation of Alan Moore and Alan Davis, will be published in full color for the first time in this **Definitive Editions** volume. The 96-page volume, priced at $10.95, is slated for September release.

A Miner Success

Ever since **Teenage Mutant Ninja Turtles** became the hit of the decade in 1986, many creators have tried to duplicate its success. Rather than considering this competition, however, **Turtles** creators Eastman and Laird have encouraged other creators to publish their own comics, and have even gone so far as to allow creators whose work they enjoyed to make use of the Turtles to help draw attention to new books. This fall, Eastman and Laird offer another new creative team a chance to introduce their creation in the pages of **Teenage Mutant Ninja Turtles #41**, featuring the debut of the Rocking Rollin Miner Ants.

"My partner Ben Cayford and I created the group," Michael R. Libby said. "What makes it unique is the character called Crash, who is in an aerodynamic wheelchair. This will give children with disabilities a super hero to identify with. The ants are on roller blades. The fact they are all on wheels puts them on common ground with Crash.

"I have a friend who has multiple sclerosis and she's in a wheelchair. We wanted to do something for her, and Debbie had the idea of having a character in a wheelchair," Libby said.

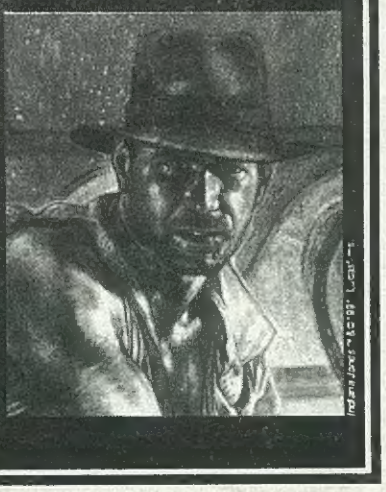
The Rockin Rollin Miner Ants' appearance in the pages of **TMNT** will serve as an introduction for their own title, which debuts in October under Libby and Cayford's Fate comics imprint. Both creators are excited about the release of their own comic, but they agree that the sure sign **The Rockin Rollin Miner Ants** is successful will be when they appear on underoos--that's when you know you're a hit, they explained.

Someday Your Prints Will Come

Dark Horse's expansion into the fine-art print field continues in August with two different signed and numbered prints. Dave Dorman's **Indiana Jones** cover painting for Dark Horse's **Indy #1** becomes a 19.5" x 27" lithograph in August; the print run is limited to 1500 copies on this sure-to-be-sought-after item. Dark Horse will ship each copy of the $49.95 print shrink-wrapped on an acid-free board for protection.

The real litho gem of the month for Dark Horse, though, is Ted McKeever's **Lament,** a print of his cover for **Eddy Current #6**. "This gorgeous piece is reproduced on a special acid-free paper stock with an image area of 21" x 33". This is one of the few prints created for the comics industry that meets every requirement of the fine art field and was printed by a lithographer with more than twenty-five years of experience in the production of collector fine art prints," Dark Horse said. The prints, individually signed, numbered, and titled by McKeever, are priced at $75 and will have a very small run. Fans who are interested in either print should reserve them with their local comic shop as soon as possible--and tell 'em that you heard about it in **CSN,** okay?

By the way, a couple of weeks back we mentioned a signed Dave Dorman Litho that was the cover to **Aliens Earth War 4.** The art that accompanied the story, however, was a different Dorman illustration which is appearing in **Dark Horse Futures 1991**.



Maybe Krypton Man Can Be His Veep...

Superman for President? It's an intriguing concept, constitutional problems notwithstanding. Fans will get a chance to see just what might happen if the Man of Steel decided to run for the highest office in the land in **Action Comics Annual #3**, a July 11th release that is, as you might have suspected, an *Armageddon 2001* tie-in. In this issue, Waverider decides to investigate a second possible future for the Man of Steel as he tries to discover just who Monarch really is. Roger Stern and Tom Grummett reveal all in the 64-page $2 annual.

The Grateful Dead...

The key event that helped transform Dan Ketch into Ghost Rider was the death of his sister Barbara. In **Ghost Rider #18**, Ghost Rider meets a mysterious new villain who plans to bring Barbara back from the dead--but does that mean that there will no longer be a need for the Spirit of Vengeance? Find out on August 15th, in a story written by Howard Mackie and illustrated by Mark Texeira.

Marvel Three-In-One

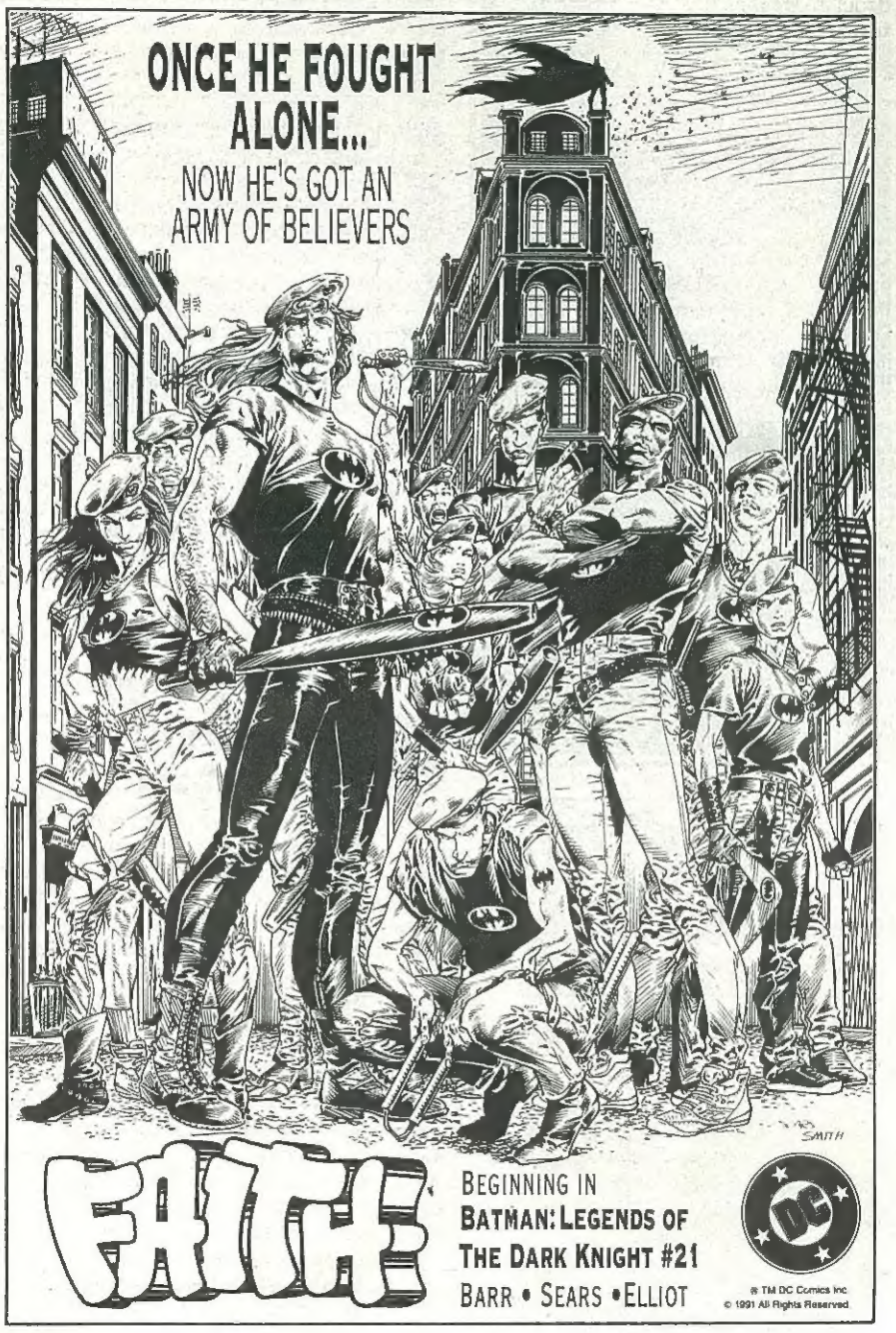
Weapon X, Barry Windsor-Smith's mega-hit serial presenting the hitherto-unrevealed origin of Wolverine, is undoubtedly the biggest hit that Marvel Comics Presents has ever featured. The only complaint fans have is that they can't get enough of it--and that's a complaint that Marvel has remedied in **Marvel Comics Presents #84,** which contains the last part of the serial. Weapon X will be featured in a triple-length 24-page installment that fills up 75% of the book, making it a Windsor-Smith fan's dream. **Marvel Comics Presents #84** is set for July 11th release. It'll pave the way for the Peter David-Sam Kieth eight-part storyline that begins on July 25th in **Marvel Comics Presents #85**--a serial that pits Wolverine against a foe with adamantium skin!

For Those Who Love Lovecraft

CSN has already told you about Malibu Graphics' **HPL** series adapting the stories of H.P. Lovecraft, but it appears that they aren't the only comics publishers enthralled by the lure of HPL. Tundra Publishing has a project in the works appropriately entitled **The Illustrated H.P. Lovecraft**. Stephen R.Bissette is the editor for this book, which Tundra describes as "a comprehensive compendium of popular treatments--from illustrated stories to motion pictures--of the tales of H.P. Lovecraft, the father of modern horror." No word yet on price, format, or release date for this project--but as soon as the info is available, **CSN** will let you know!

Olivia's In the Ozone

Olivia de Berardinis, the fan-favorite "good girl" artist whose work has appeared in the pages of dozens of internationally known magazines, is back again in her own calendar, courtesy of Ozone Productions. **Olivia 1992** will feature thirteen new paintings, including two renditions of Betty Page. Ozone warns fans that it will only offer the $11.95 calendar once, so be sure to reserve a copy with your local comic shop if you don't want to miss out! Olivia 1992, an 11" x 15" calendar that opens to 11" x 30", is slated for July release.


ONCE HE FOUGHT ALONE...
NOW HE'S GOT AN ARMY OF BELIEVERS
FAITH
BEGINNING IN
BATMAN: LEGENDS OF THE DARK KNIGHT #21
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gamesbriefs

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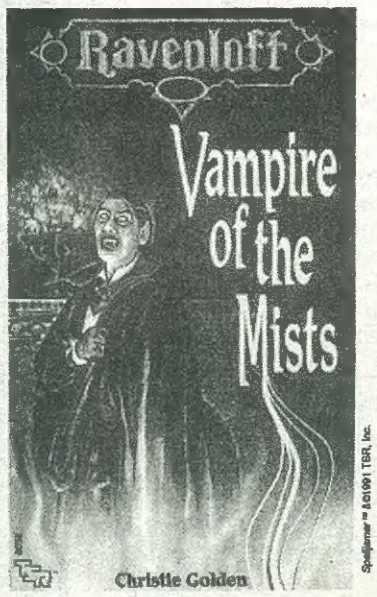
TSR Unveils the Cloakmaster Cycle

What is the Cloakmaster Cycle? Is it a certain succession of coats to be worn? Or is it a new type of motorcycle? Neither, of course; the Cloakmaster Cycle is the first trilogy of novels from **TSR** set in the **Spelljammer** universe, and with the excitement that the **Spelljammer** game has created, expect the novels to be red hot! The first novel, **Beyond the Moons** by David Cook will be out in July for $4.95. Look for it behind the Jeff Easley cover art.



Also out in July is the first novel in the new Harpers series in the **Forgotten Realms** line. The novel by Troy Denning is titled **The Parched Sea,** and features cover art by Fred Fields. Retail cost is $4.95.

Games Workshop Sends In the Marines... Again

Games Workshop is shipping Marines over from Great Britain--Space Marines, that is. **Space Marines 2nd Edition** is the revised version of the **Warhammer 40K** boardgame that now incorporates the rules of **Adeptus** into it directly, as well as other revisions. This is one of the most popular games that **Games Workshop** has produced, and this revision is sure to garner it new attention. The price on **Space Marines 2nd Edition** is tentatively set at $54.99.

But Does it Get Foggy Inside the Computer?...

FASA wants you to take a look at the wondrous city of London--home of highly regulated magic and cyberware, and where the Druids and Megacorps are locked in a deadly battle for control. Of course, we're talking about the London of the **Shadowrun** universe, as presented in the new **London Sourcebook**.

If you were a fan of the **Seattle Sourcebook**, than the **London Sourcebook** is a must for you. Detailed inside is all the information on future London that you will need, including the lowdown on the-cancerous "London Sprawl!" The lovely new **London Sourcebook** will be out in July for only $15.00--so nip on down to the corner comic shop and pick one up...

Things Look Good When Gravity Falls

The people at **R. Talsorian Games** are about to make the gamers of the **Cyberpunk** game a little happier. **When Gravity Falls** is the gaming information book (based on the novel of the same name by George Alec Effinger) for **Cyberpunk**. This follows in the tradition of the **Hardwired Sourcebook** and contains information on futuristic Islam, drugs, and even sex change operations. All of the social, political, geographical, and technological information of Effinger's novel is included in the sourcebook as well. The **When Gravity Falls Sourcebook** is due out in July for $12.00

GURPS Time Travel is Available Again For the First Time

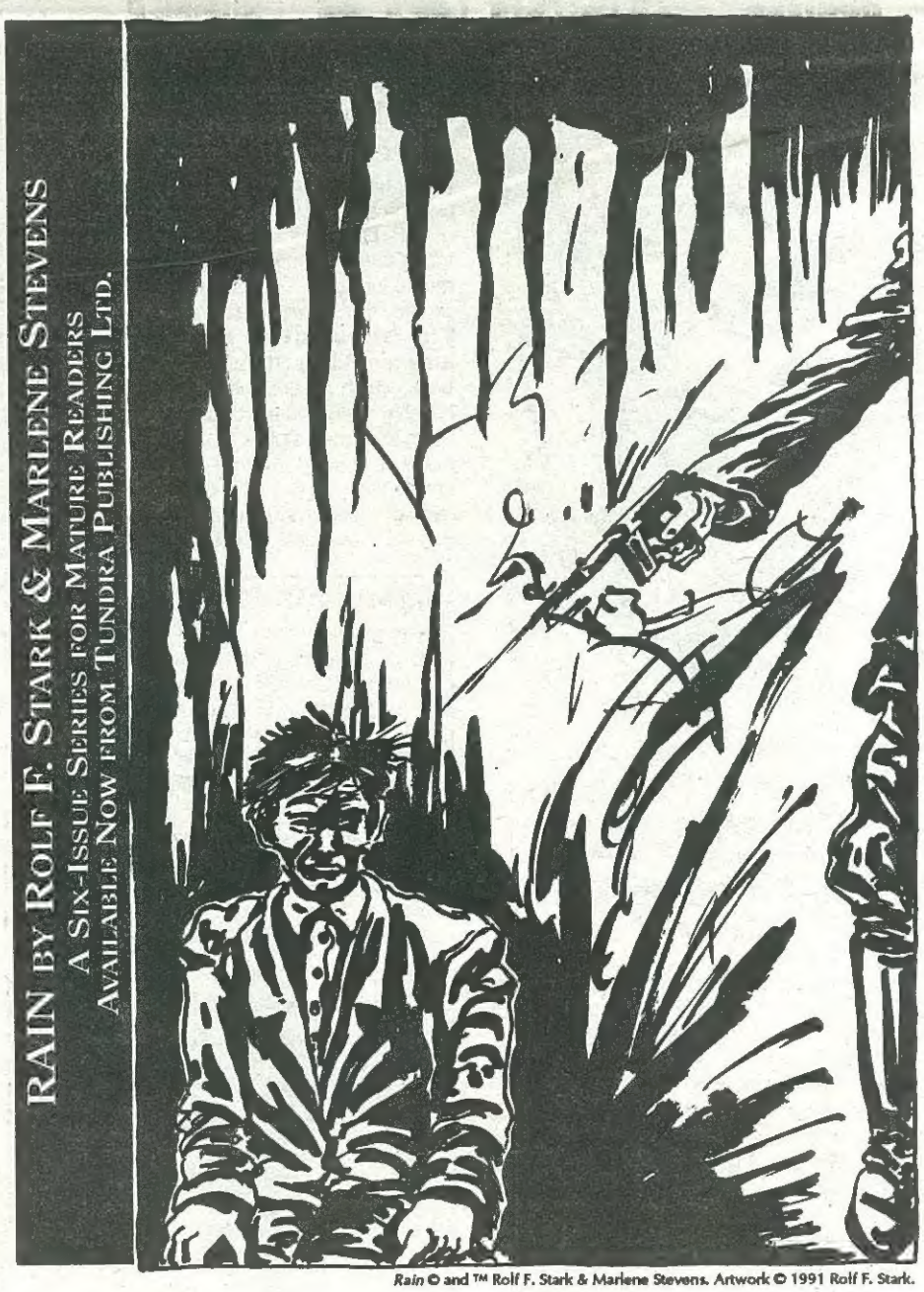
GURPS Time Travel is the product that **GURPS** players have been waiting for--the book that unifies the entire **GURPS** system. Written by John M. Ford and Steve Jackson, **GURPS Time Travel** is the rules for cross- time/cross-dimensional gaming in the **GURPS** universe. The 128-page **GURPS Time Travel** log will return for its debut in July, at the current price of $16.95.

This New Field Guide Will Get You Cracken'

Tired of being on the low end of the technological totem-pole in your **Star Wars** campaign? Well, take the advice of General Airen Cracken: "If you can't handle technology, then your no better than a Throg-bellied, soft-spined, blue-haired Angroosh who doesn't stand a chance when things get tough." **The Rebel Field Guide** is compete handbook for the understanding and jerry-rigging of technology in **West End's Star Wars game system**. Covering everything from weapons to computers, this is the guide for every member of the Alliance. **Cracken's Rebel Field Guide** is due out in July for $13.00 for 80-pages.

This Brings up the Question of Gaming and Driving?...

Have you ever wondered what it would be like to be in charge of--or just hang out at--one of the busiest and most popular bars in the universe? Well, **Avalon Hill** is going to provide an answer for you. **Tales from the Floating Vagabond** is a new role-playing game that mixes comedy and high-adventure (shaken, not stirred), set in the bar with the rowdiest gang of ne'er do-wells in the universe. This game provides a complete role-playing system, and gives you the opportunity to find out why bartenders never get killed in the midst of a fight, and why Errol Flynn always had a rope to swing on, as well as other, more trivial things. **Tales from the Floating Vagabond** is set for a July release, and will carry a price tag of $13.95. Who's driving?



Rain © and ™ Rolf F. Stark & Marlene Stevens. Artwork © 1991 Rolf F. Stark.

NEXT WEEK IN CSN:

AN INTERVIEW WITH A VAMPIRE

COMPLETE JULY CHECKLIST

AVAILABLE HERE DON'T MISS IT!

Interstellar Elite Makes its Debut

If you feel that other science-fiction role-playing games are too low on the science-fiction scale, than **Game Masters Associated, Inc** is looking for you! Their **Interstellar Elite Combat Deluxe Edition** is the first release in a new series of gaming products aimed at the hardcore science-fiction gamer. **Interstellar Elite** offers the opportunity to create and run your very own character in a universe that is split culturally--you can either be one of the members of an association of incorporated planets, or a domain of the feudal empire. This 270-page, spiral bound book (with a removable vinyl bound hardcover) provides you with all of the rules to get your galactic adventures of the ground--including a "no-nonsense" combat system. **The Interstellar Elite Combat Deluxe Edition** will be out in July, with a retail price of $29.95.

Genesis Begins Again

The people at **Winlok Enterprises** are starting **Genesis** over again. **Genesis Version 3** is the latest version of their science-fiction role-playing game. Totally revised and updated, **Genesis** provides players with the opportunity to play young rebels fighting against an oppressive government. The basic game gives you all the information and rules you would need to start up a little universe of your own. **Genesis Version 3** is priced at $19.95.

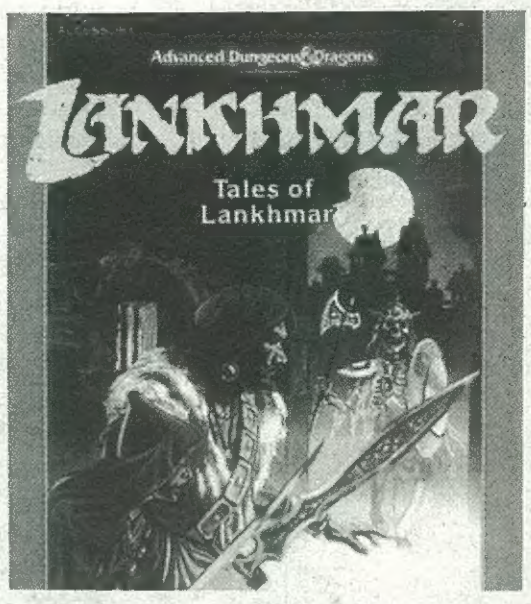
Keeping You Warm on Those Cold Summer Nights...

Has your friend seemed kinda cold to you lately? Has he been going to bed at dawn and rising at dusk? Does he have dirt stains on all of his clothing? If the answer to any of these questions is yes, or if you just want to know somebody who fits that description, then the **Chill Companion** from **Mayfair Games** is for you. **The Chill Companion** is the ideal supplement for the horror role-playing enthusiast. Designed for use with the **Chill Role-Playing** game, but suited for use with any horror system, this 160-page hardcover volume covers the realm of horror from top to bottom; everything from the Gothic novel to the psycho slasher to mon-eating monster is covered in this volume. **The Chill Companion** traces horror through its roots, from novels to film and beyond. This is the perfect companion for any horror enthusiast-- and priced at only $17, it shouldn't scare any customers away.

Chill Companion™ &©1991 Mayfair Games

More Lankhmar from TSR

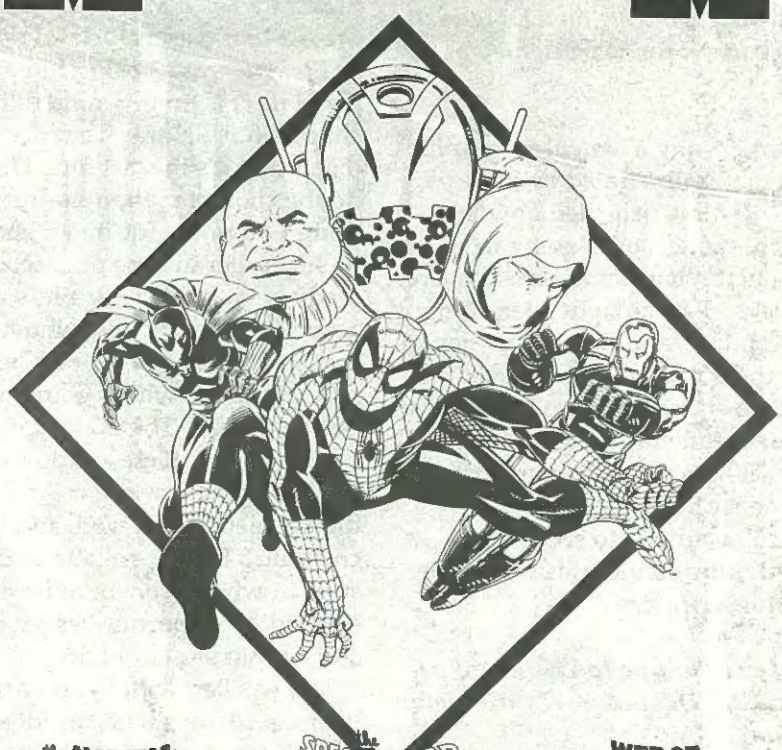
The Lankhmar stories of Fritz Lieber continue to inspire the fantasy role-playing world of **TSR**! **Tales of Lankhmar** is a 64-page accessory that details adventuring in the dangerous world of Nehwon, and provides numerous challenges for the heartiest adventurer! The price for **Tales of Lankhmar** is $9.95.



Tales of Lankhmar™ &©1991 TSR, Inc.

Also being released in July is the **Practical Planetology** supplement for the role-playing worlds of **Spelljammer**. **The Practical Planetology** provides new worlds, new Crystal Spheres, and new races for the space-faring adventurer to encounter. Plus, the **Practical Planetology** provides the DM with all of the inside information on setting up his own Crystal Sphere! The 64-page accessory is priced at $9.95.

MARVEL COMICS
ANNUALS
THE VIBRANIUM VENDETTA™
SUMMER 1991



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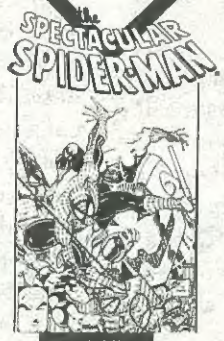

PART 2 #11

PART 3 #7

STARTING IN JUNE

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HE IS...
the new kid in the class

HE IS...
a man of amazing and unique power

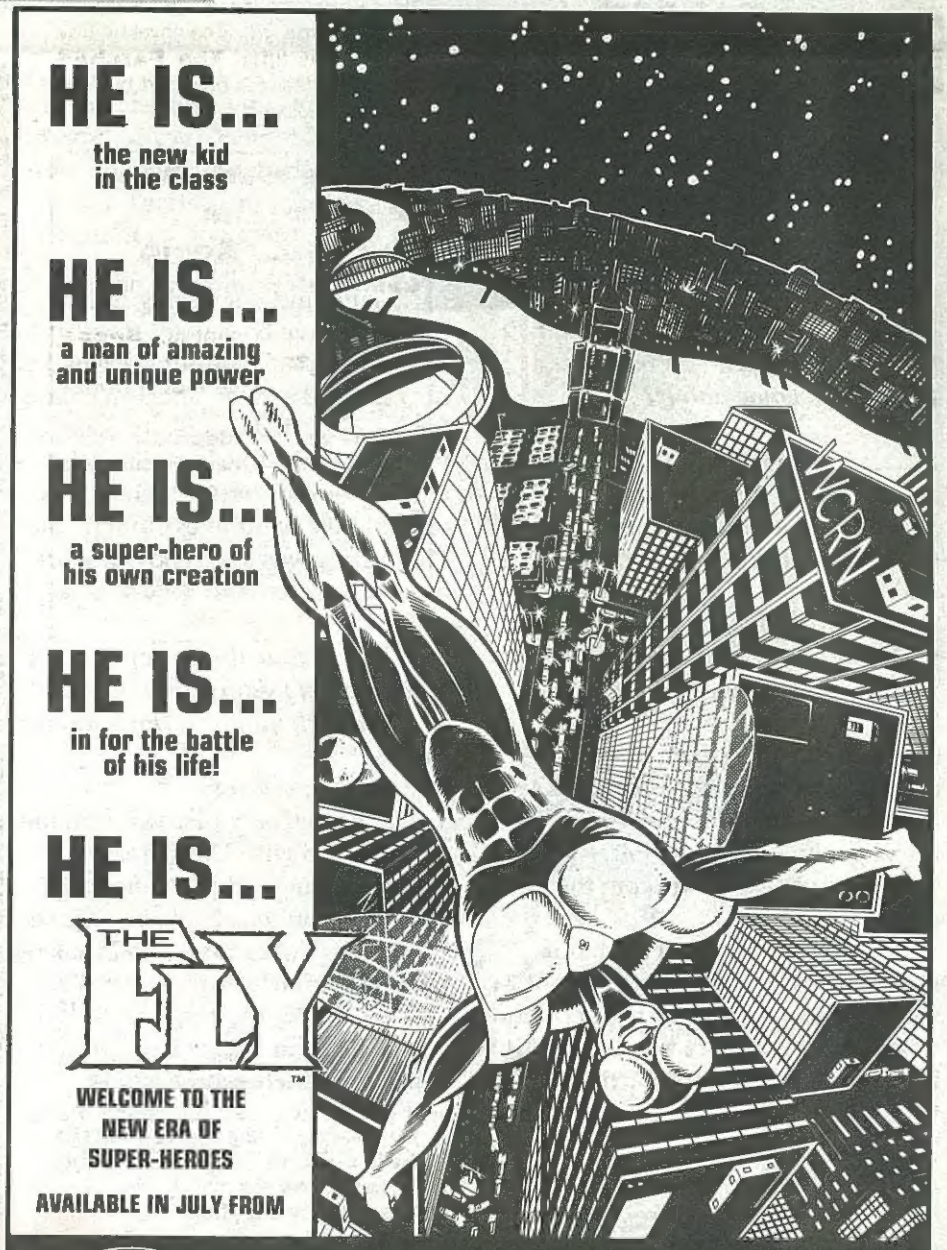
HE IS...
a super-hero of his own creation

HE IS...
in for the battle of his life!

HE IS...
THE FLY™

WELCOME TO THE NEW ERA OF SUPER-HEROES

AVAILABLE IN JULY FROM



IMPACT COMICS

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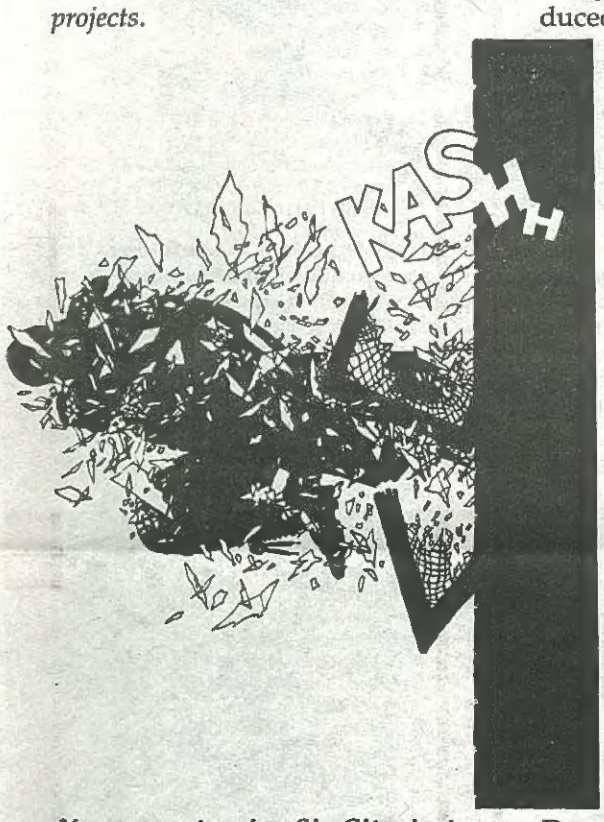
by Cliff Biggers

Frank Miller is one of the best-known and most influential creators working in comics today. ***Daredevil, Ronin, The Dark Knight Returns, Give Me Liberty, Hard-Boiled, Elektra*** *-- it seems that every project Miller works on becomes a major event. His most recent series, Sin City, recently began in the pages of* ***Dark Horse Presents****, where it will continue to run, according to Miller, "for a long while to come." In preparation for his upcoming appearance as a guest at the Atlanta Comics Expo, Miller graciously took some time to talk to CSN about Sin City, his upcoming Daredevil graphic novel with John Romita Jr., and other projects.*



Your newest series, Sin City, just began in* Dark Horse Presents. *How did it come about?

Sin City was waiting to come about, at least in my mind, for many years. When I was an amateur, I wrote , drew, and lettered my own comics, and they were all crime stories. That's always been a genre where I've really wanted to take comics. This year, I realized that I could actually do it and do the sort of crime stories that I think comics can do--and the sort of stories I really like. It's a lot of fun to do everything on the page, including the lettering and all; I really enjoy producing the entire series.

It's a crime story, as I said; our hero is a two-time loser who's out to solve a murder. I'd like to keep more details than that sketchy, though--it is a simple, straightforward story that I would like to let reveal itself as it goes along.

I followed the usual pattern of a kid growing up in the seventies; I read comics until I was about twelve, when I discovered books. At that point, the comics weren't enough to keep my attention, and I fell in love with crime novels. I read tons of them, and have ever since. When i became a professional in comics, I was off doing my crime comics and I hadn't seen what was coming out at the time; I had to adapt to super-heroes. I've always brought a bit more of a crime element to superhero comics, and now, in a way, it's come full circle and I'm doing the crime stories without the tights again.

Is there just one Sin City story?

Oh, no! This is my new vehicle; I've spent a long time putting this city together; I've got a cast of characters, many of whom aren't even introduced in the first novel. The first novel is going to take a while to do; it's going to be at least twelve chapters long, and possibly much longer than that. It'll appear every month in *Dark Horse Presents*.

***How's everything going with* Hardboiled?**

I've seen a lot of new pages from Geoff [Darrow], and it's mind-blowing stuff. His art is very meticulous and, as a result, very time-demanding, so I don't know when it's coming out.

Your other mini-series for Dark Horse, ***Give Me Liberty,*** is finished; will there be more stories in this series?

Yes, there will be more Martha; I was recently in England and discussing it with Dave, and we both want to do more Martha stories. We might even do a new limited series. This is a character, a series, that has really come to life for us. We like her quite a bit, and the world that she inhabits is one that we want to explore further. That series was such a joy to work on.

Sin City is your third project with Dark Horse; I gather you've been pleased with your relationship with them?

Yes, I've been *very* pleased with the relationship with Dark Horse; they've been good publishers all around. A lot of people have asked why my collaborators and I took our projects to Dark Horse instead of Marvel or DC; my response is "why not?" Beyond that, we knew that coming in, there would not be the sort of freedom we had with these books. There's a trade-off there; with Marvel and DC, you get to work with these great characters, but you're less likely to totally own your own work, and you're less likely to be involved in other areas, such as the marketing and treatment of the books. That's *not* to say that these companies can't give creators a hand in those areas; with ***Elektra Lives Again,*** Lynn and I could not have been more involved with the production of that book, right down to being there next to the presses for the whole printing.

Dave, Geoff, and I wanted that sort of a relationship with a publisher with our comics, though, and we decided that Dark Horse could give us that relationship. It worked very well, and we think that the books look as good as they could possibly look--and that's the most important thing. It's been so satisfying that I intend to do a lot of work for Dark Horse.

There's an awful lot of good comics coming out from an awful lot of good publishers; I'd hate to think that this industry is still only a two-party system. I hope that our work for Dark Horse has helped counter that thinking--I'd like to think it has.

You're also working on a* Daredevil *graphic novel for Marvel, aren't you?

Yes, I'm writing a ***Daredevil*** graphic novel that is illustrated by John Romita Jr. It is pencilled now; it's 144 pages long, so it's going to be a thick one. What Romita has done on it is just stellar; he's put everything he had into it, and now it's my job to bring the script up to that level.

Unlike everything else I do, I gave him an outline rather than a full script. It'll be a lot of fun to write this one; he's done some terrific work. I'm curious to see how it feels, writing comics this way rather than full-script first.

You keep returning to* Daredevil *periodically? Does Marvel entice you back, or?...

No, it's as simple as this: every now and then, Ralph Macchio gets a call from me, and I say, "I've got another one." It happens; it's a character I cut my teeth on. I've done more pages of Daredevil than anything. He's a character I have tremendous affection for. Each time I finish a Daredevil project, I think, "Maybe I won't do another one, maybe I will. We'll see." It's a nice relationship to have with the character.

Sin City

I enjoyed working on the ***Elektra*** graphic novel--but of course, I always enjoy working, especially on a project that was as rewarding as ***Elektra*** was. It's hard to think of a project that was as focused on death as ***Elektra*** was as being fun, but I enjoyed it. It is, in my mind, the final chapter for Elektra. That doesn't mean that it's the last time I'll ever do the character, though--but anything I do in the future will have to be set earlier in time than what's already been published. She's a character that I dearly love who has an amazing quality of writing herself and telling me what's going to happen in a story. The ***Elektra*** graphic novel was a real crescendo for me and for Lynn; it was a crescendo for the characters involved, and it was a crescendo for our collaboration. The style in which we worked really opened up opportunities for Lynn to show what she could do.

I've worked with Lynn on various projects, always with the idea of showing how much color could carry storytelling; that's a somewhat new idea for comics books, where color is often thought of as an extra flourish. Each time out, we've learned new ways to use color; a real critical point for me was doing that ***Dark Knight*** cover with the lightning bolt, seeing what she did with that. With ***Elektra,*** with some five

FRANK MILLER

hundred pages under our belts, we were really able to take that information and provide for her a sort of line-work that would enable that style of stunning painting that she does.

I was really pleased that the book was so well received, both critically and in terms of sales. You certainly can't complain about an opportunity like that.

When you began writing series for other artists, there were some rumors that you didn't intend to draw any more...

Elektra was a really involving art job, and **Sin City** is a very different style of art job. I don't think I could have illustrated anything else while I was working on *Elektra*, but I never intended to quit drawing. Right now, I'm enjoying drawing so much that I can't tell you...

How has your screenwriting career gone?

It's progressing quite nicely. I wrote a script for *Robocop 3*, and as is usual in this field, the studio decided that they wanted a somewhat different version of it. The director, Fred Decker, altered and revised the script, more along the lines of it being less of a hard-hitting story. They wanted to go for a PG-13 rating, for instance. I was consulted, and I did a rewrite for them later on in the process, and they went off and shot it. Unlike *Robocop 2*, where I was involved in the shoot from start to finish, in this one, I'm going to get to go see a movie that I wasn't around for at all. I'm looking forward to it!

I'm continuing to write screenplays, but I prefer not to talk about what I'm working on until the projects are finished. In film, you never know what'll happen; it's a tricky business. But I am very much working in film right now; I'm bouncing back and forth between film and comics so much that it makes my head spin. It's a lot of fun, though—the contrast is fun.

I have other projects in the works, but I can't talk about them right now. They should be coming up in the not-too-distant future, though, but the only things that should be coming up right away are Sin City and the Daredevil graphic novel.

csn charts

TOP 50 COMICS

CSN's Top Seller charts are based on figures supplied by the two major distributors, Diamond Distribution and Capital City Distribution, as well as figures by a cross-section of comics speciality shops. The distributor's figures represent retailer orders placed on the titles, while the information from stores represents copies sold.

1. Infinity Gauntlet 1
2. Ghost Rider 15
3. Spider-Man 12
4. Uncanny X-Men 278
5. Deathlok 1
6. Superman: Man of Steel 1
7. Wolverine 41
8. Amazing Spider-Man 349
9. Marvel Comics Presents 80
10. Marvel Comics Presents 81
11. X-Factor 68
12. New Mutants Annual 11
13. Incredible Hulk 383
14. Batman 465
15. Silver Surfer 51
16. Punisher 50
17. Batman 464
18. Legends of the Dark Knight 19
19. Predator: Big Game 3
20. Deadly Foes of Spider-Man 3
21. Green Lantern: Emerald Dawn II 4
22. Comet 1
24. Original Ghost Rider Rides Again 1
25. Punisher War Journal 32
26. New Warriors Annual 1
27. Legend of the Shield 1
28. New Warriors 13
29. Guardians of the galaxy 14
30. Darkhawk 5
31. Detective Comics 631
32. Detective Comics 632
33. Punisher: POV 1
34. Web of Spider-Man 78
35. Spectacular Spider-Man 178
36. Silver Surfer Annual 4
37. Predator II Movie Adaptation 2
38. Namor the Sub-Mariner 16
39. Fantastic Four 354
40. Indiana Jones 2
41. Excalibur 39
42. Guardians of the Galaxy Annual 1
42. Sleepwalker 2
43. Doctor Strange 31
44. Captain America 387
45. Avengers 334
46. Superman 57
47. Justice League America Annual 5
48. Action Comics 667
49. Green Lantern 14
50. Adventures of Superman 480

TOP DOLLAR COMICS

The following comics, graphic novels and trade paperbacks were given Top Dollar ratings based on the dollar volume of the copies sold (or are expected to sell) during the late May and June sales period.

1. Infinity Gauntlet 1
2. Ghost Rider 15
3. Spider-Man 12
4. Punisher POV 1
5. Deathlok 1
6. Superman: Man of Steel 1
7. Wolverine 41
8. New Mutants Annual 11
9. Uncanny X-Men 278
10. Predator: Big Game 3
11. Marvel Comics Presents 80
12. Marvel Comics Presents 81
13. Batman: Legends of the Dark Knight 18
14. Amazing Spider-Man 349
15. Original Ghost Rider Rides Again 1
16. New Warriors Annual 1
17. X-Factor 68
18. Punisher War Journal 32
19. Black Panther: Panther's Prey 3
20. Predator II Movie Adaptation
21. Incredible Hulk 383
22. Batman 465
23. Silver Surfer Annual 4
24. Indiana Jones 2
25. Guardians of the Galaxy Annual 1
26. Silver Surfer 51
27. Punisher 50
28. Excalibur 39
29. Justice League America Annual 5
30. Batman 464
31. Doctor Strange 31
32. Superman 57
33. Action Comics 667
34. Adventures of Superman 480
35. Magnus: Robot Fighter 3
36. Green Lantern: Emerald Dawn II 4
37. She-Hulk 29
38.Star Trek: The Modala Imperative 1
39. Comet 1
40. Legend of the Shield 1
41. Demon 13
42. Akira 30
43.New Warriors 13
44. Guardians of the Galaxy 14
45. Darkhawk 5
46. New Titans 77
48. Detective 631
49. Detective 632
50. LEGION '91 29

TOP 10 BLACK & WHITE COMICS

1. Dark Horse Presents 51
2. Teenage Mutant Ninja Turtles 36
3. Faust 7
4. I Am Legend 2
5. Venus Wars 2
6. Cerebus 146
7. Planet of the Apes 11
8. Lone Wolf & Cub 45
9. Alien Nation: Skin Trade 3
10. Outlanders 29

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TOP TEN NON-COMICS

The Top Ten Non-Comics is based on number and not dollar value. This category includes graphic novels, hardcovers, trade paperbacks, portfolios, etc. It includes books that actually were on sale during the June sales period.

1. New Robin TPB
2. X-Men: Days of Future Present TPB
3. Marvel Universe 8
4. Comics Values Monthly 59
5. Who's Who 10
6. Catwoman TPB
7. Overstreet Price Guide Volume 21
8. Twin Peaks Collectors Card Set
9. To the Heart of the Storm TPB
10. Enemy Ace: War Idyll TPB

A couple of years ago, your name was connected with a much-discussed Spider-Man-Batman project; was there any truth to those reports?

Yes, it was really tossed around. Jim Salicrup at Marvel called me up at Marvel and asked if I'd be interested. Steve Gerber and I had a conversation wherein we came up with some really funny stuff, but it never got any further than that, I don't believe. It was just one of those things that was tossed around as a possibility, but for some company reasons, it didn't happen.

Do you have any interest in doing another Batman project?

I'm not given to declarations of "for all time," but right now, no; I'm really not inclined to. I did ***Dark Knight***, I did ***Batman Year One***, and it was a tremendous joy to say what I had to say about Batman and to get the thrills from it that I did, but I don't have another series in the back of my mind.

When you work for Marvel and DC, you're always contributing to an existing body of work; your lead will be followed if someone else likes it

enough--and I guess a lot of people liked it, judging from the direction Batman has taken since then. It doesn't bother me that someone follows my lead; I draw the line, of course, when they start tracing the pages... If it really gets to me, though, I just ask myself how Jack Kirby feels.

Do you still read comics?

Mostly, I read novels, non-fiction, but I'll check out comics from time to time to see what's going on. I follow ***Xenozoic Tales***, I very avidly follow Eisner's new work, I'm particularly fond of Chester Brown's adaptation of the Book of Mark; other than that, I read superhero stuff. In terms of books, I've read virtually all the crime writers who've come along; I really think the genre was strongest, though, up to and including the work of Mickey Spillane--through Thompson and Cain and Chandler and Hammett and Charles Willeford and all the rest. As far as these days, I think the genre has in many ways slipped away from what I feel its main strength is, with the exception of Andrew Vacchs, who has I think legitimately and genuinely updated the genre in a very, very exciting way.

THE STORY OF A QUIET SECLUDED TOWN,
A RAMPAGING GRAY BEHEMOTH,
A VENGEFUL ARCH-VILLAIN,
AND A GAMMA BOMB.

GROUND ZERO
TRADE PAPERBACK
BY PETER DAVID AND TODD McFARLANE

Cows go "Moo"
Pigs go "Oink"
Bats go "Chee Chee Cheee"

Batman ©1991 DC Comics. Distributed by Creative Syndicate

Learn all the animal noises. Read Batman in Comic Shop News.

New Line Likely To Make an Impact

More than a year in the making, DC's new Impact line has already begun to make itself known among comics fans: the first issues of ***Legend of the Shield*** and ***The Comet*** are already out, and the premieres of the other three issues are set for release at the same time as, or very soon after, this issue of ***CSN*** is released. So how does

Comet ™ &©1991 Archie Publications

The Comet

Impact Who's Who ™ &©1991 Archie Publications

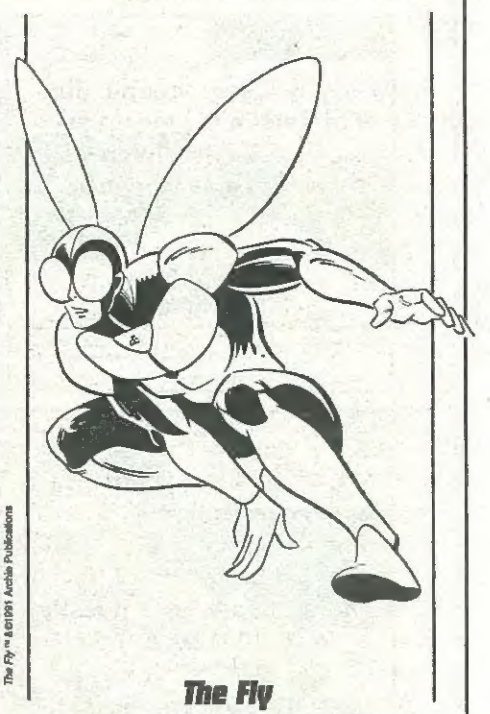
Impact Comics Who s Who

the new Impact line measure up?

Quite well indeed!

The Impact line has a very solid, well-planned feel that gives each book a distinctive feel. These aren't generic superheroes; while they share a common "new-to-the-business" character element, the personalities and approaches of each book is as distinctive as the early issues of the Marvel Comics line that seems to be Impact's inspiration. Impact fills a real void that has existed for far too long: it offers entertaining all-ages reading for people who might like to read comics but aren't ready for all the work required to figure out how today's comics got where they are.

I suspect that the real flagship title will be ***The Fly***, which is as close as you can get to Impact's version of Spider-Man. The comparison is almost irresistible--not because both of them derive their names and powers from insects (okay, I know a spider isn't an insect, but it's close...), but because both of them begin with high-school students who, for one reason or another, are outsiders. In both cases, these teenagers end up with amazing powers that they don't fully understand--and both have to determine just what their powers are and how to use them effectively. This isn't just an imitation of Spider-Man, though; the comic also manages to evoke the same sense of wonder that Captain Marvel captured in his heyday. It's a delightful book, fast-paced and filled with potential thanks to Len Strazewski's strong script. As for the artwork--well, I've gone on record as an avid fan of Mike Parobeck's work ever since he premiered on ***El Diablo***, and he certainly doesn't disappoint here.



The Fly ™ &©1991 Archie Publications

The Fly

sympathy. though; while she has her problems, she also has a strong personality and a self-assurance that carry her through difficult times. The art is by newcomer David Antoine Williams, whose style is occasionally reminiscent of early Kevin Maguire.

When it comes to art, the outstanding book in the Impact line is ***The Web***, which is beautifully illustrated by Tom Artis. If you like Rob Liefeld, Todd McFarlane, or Erik Larsen, you're sure to be impressed by the linework Artis and inker Bill Wray display in this series. It's also a great super-team book that shows the the secret-government-agency concept isn't

The Jaguar's heroine is also an outsider--but in this case, she's not only new to super-heroics, she's also new to America. Maria deGuzman, a college student who has just come to America from her native Brazil, discovers that she is possessed by the spirit of the Jaguar, and she doesn't know how to cope with the problems that come along with being a superhero. She also doesn't know how to cope with the problems of being a newcomer who has alienated the "in" crowd. Writer William Messner-Loebs avoids the maudlin trap of making Maria a pitiful object of reader

The Web ™ &©1991 Archie Publications

The Web

ANY MORE QUESTIONS?

Q: Who the heck are you guys?
A: We are Superstar Comics, an all fantasy sports comic company.

Q: What are your comics all about?
A: Sports fantasy featuring the Screamer Brothers and the stars of the F.A.S.T. Sports League, a league that governs football,baseball,basketball and hockey, with 60 teams and many outrageous sports villains.

Q: I heard that the Screamer Brothers have a major licensing and merchandising program behind it, including T.V.
A: Yup.... thats right.

Q: Is the first full color Screamer Brothers comic featuring the Droolers due out this August gonna be a hot collectable?
A: Yup... thats right.

Q: Is Superstar going to the shows this summer?
A: You bet.. We will be in San Diego and look for our Sports Fantasy room at the Chicago Comicon.

Q: Hey man...why hasn't anyone ever started a sports fantasy comic company before?
A: No balls... thanks for your support.

THE SCREAMER BROS. #1 FEATURING THE ALABAMA DROOLERS
STARRING IN FULL COLOR
HUCK ALUNGER · HUCK TOOEY · HUCK ALOOEY

is HOT ™

SHIPS AUGUST

SUPERSTAR COMICS
"An All Sports Comic Company"

TEENAGE MUTANT NINJA TURTLES™
LOOKS LIKE WE'VE REACHED THE SHORE AGAIN...
YES, BUT THIS IS A DIFFERENT AREA THAN WHERE WE WERE BEFORE.
6-17
...IN FACT, I THINK WE'RE COMPLETELY OPPOSITE OUR ARRIVAL POINT. GEE... TRESMUNDO MIGHT BE AN ISLAND...!
CREAT. SO HOW'RE WE SUPPOSED TO GET OUT OF HERE?
DO THE WORDS TALL BLEACHED...
...AND DEAD MEAN ANYTHING TO YOU?
AW MAN, NOT AGAIN!
CREATORS SYNDICATE © 1991 MIRAGE STUDIOS
SAY, DUDE, YOU REALLY OUGHT TO GET OFF THAT DIET...!
PLEASE DON'T MENTION FOOD, RAPH... IT REMINDS ME OF HOME...
HOME? GEE, I WONDER IF WE'RE FINALLY GOING HOME...
I SURE HOPE SO.
6-18
SKRONK?
6-19
PLESIOSAURS!
COOL!
COOL...? I WAS THINKING MORE LIKE...
UT-OH.
6-20
SAY, DEAD HEAD... THIS AIN'T OUR HOME...!
MAYBE WE'RE JUST IN THE TROPICS SOMEWHERE.
6-21
DOUBTFUL... CONSIDERING THAT WE SAW PLESIOSAURS.
CLARRAIN-LAWSON-BERGER-KELLEHER
OH, YEAH, I ALMOST FORGOT ABOUT THE DINOSAURS...
TURTLES FAN ART
SEND YOUR BLACK AND WHITE ART WITH YOUR NAME, ADDRESS AND AGE C/O THIS NEWSPAPER!
6-22
DONATELLO
EMIR SANTOS-TORRES
GRADE 6, NEWPORT SCHOOLS
KENSINGTON, MD
MICHAELANGELO
MATTHEW DEXTER
BURLINGTON, ONT
AGE 14

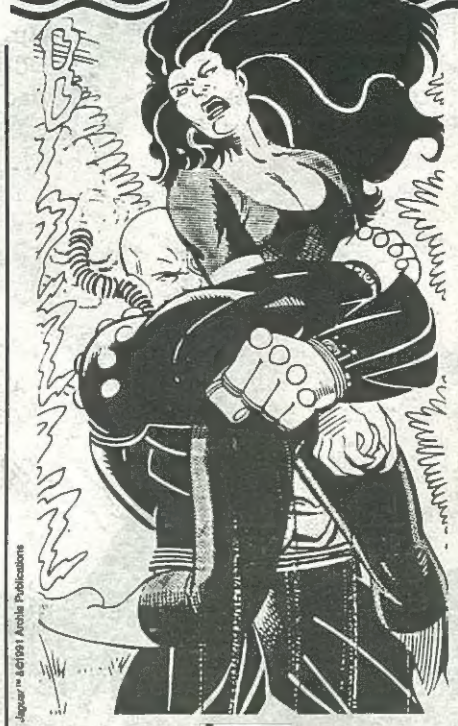
necessarily worn out. Again, Len Strazewski deserves credit for making this book an invigorating read, as filled with surprises and concepts as the earliest SHIELD appearances in ***Strange Tales*** some twenty-five years ago (has it really been that long?...).

The Comet seems very similar to ***Starman*** in some ways--the hero has similar abilities, a similarly mysterious origin, and (of

The Legend of Shield

course) artwork by Tom Lyle. Lyle, who also plots the book, has overcome the one problem that limited ***Starman,*** however: the book seems to have a purpose, a direction, while ***Starman*** seemed to be a concept looking to justify itself. Mark Waid's script works well with Lyle's plot--and fans are sure to love the confrontation between the hero and the computer tech-wizards teenagers who discover that being a super-thief isn't too simple when there's a superhero on the scene. My only concern with the title was the fact that Impact's most powerful hero (or so it seems) has as his adversary a very down-to-earth serial killer--but I'm not sure where Lyle and Waid are taking the story, so I'll reserve judgment on that plotline for another issue or two.

I reviewed ***Legend of the Shield*** several issues ago, but to summarize, it's a well-crafted patriotic-hero story that manages to find a middle ground between the archetypal patriotism of ***Captain America*** and the cynicism of ***The American***. I also find the subterfuge-behind-the-scenes concept that makes the Shield's father his own worst enemy (although he isn't aware of it) a very good sub-plot--and I credit writers Grant Miehm and Mark Waid with having the good sense not to overplay this storyline at the expense of a straight-



Jaguar

forward superhero plot.

So is the Impact line subtle, realistic superhero stuff intended for the ***Watchmen*** audience? Certainly not. But it succeeds well in what it intends to do: it manages to capture the vibrancy and enthusiasm of Marvel's first glory days without becoming a slavish imitation of those books. It also offers new fans an "entry-level" comic book series that can be enjoyed just as much by a ten or twelve-year-old reader as by a longtime adult fan (after all, weren't many of us ten or twelve-year-olds when Marvel first moved into its primacy?). Solid plotting, strong high-concept heroes, stylish artwork, good visual storytelling--all the ingredients are here!

by CLIFF BIGGERS

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Address _____

_____

Phone _____

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BATMAN™

by Loebs, Infantino & Nyberg

THE BATMAN HAS DISGUISED HIMSELF AS HARVEY DENT.
SO YOU'RE THE FAMOUS TWO-FACE?
AREN'T YOU A LITTLE SHORT TO BE THE WARDEN?
I JUST RECENTLY TOOK OVER. HERE, I'LL SHOW YOU...
WARDEN, PUT THE GUN TO YOUR HEAD.
HIS MIND IS MY TOY! NOW PULL THE...
WAIT! NO...
LOEBS, CINFA & NYBERG
FUNNY, I DON'T REMEMBER TWO-FACE BEING SO SQUEAMISH!
6/17/91
BATMAN'S DANGEROUS MASQUERADE...
WHY NOT LET THE WARDEN DIE, TWO-FACE?
WHY? UM... BECAUSE...
BECAUSE THIS MORNING I FLIPPED A COIN, AND THE GOOD SIDE CAME UP!
THAT'S RIGHT...
6/18/91
YOU FLIP A COIN TO DETERMINE YOUR SANITY!
WOULD YOU LIKE TO HEAR HOW I LOST MINE?
LOEBS, CINFA & NYBERG
THE MAD HATTER TELLS HIS STORY!
"I WAS CALLED A BOY GENIUS! I CREATED K-FLOPPY COMPUTERS."
LOEBS, CINFA & NYBERG
"BUT THEN I REALIZED... THE COMPOUND WE USED TO CLEAN OUR MICRO-CHIPS WAS DANGEROUS!"
"I CONFRONTED MY PARTNERS..."
THERE'S A SPREADING HOLE IN THE OZONE LAYER RIGHT OVER OUR FACTORY!
6/19/91
DON'T WORRY, JERVIS. WE'LL LOOK INTO IT.
"MONTHS PASSED, AND THEN..."
OH. NO! THIS IS DREADFUL!
LOEBS, CINFA & NYBERG
YOU TRICKED ME! WE'RE STILL USING THE SAME CLEANSING AGENT!
YOU WORRY TOO MUCH, JERVIS.
CHANGING CHEMICALS NOW WOULD BANKRUPT US!
6/20/91
AND DEPLETING THE OZONE WILL KILL US!
SLAM
HE'LL GO TO THE EPA.
NOT IF WE ACT FIRST!
THE MAD HATTER'S STORY...
"I HAD ALWAYS BEEN UNSTABLE, ECCENTRIC. BUT THEN..."
JERVIS! DON'T CALL THE EPA! WE CAN TALK!
THAT TIME HAS PASSED!
6/21/91
GUESS SO, PAL.
"A POWERFUL HALLUCINOGEN TURNED MY BLOOD TO FIRE!"
"THE NEXT 24 HOURS PASSED IN A RED HAZE..."
LOEBS, CINFA & NYBERG
"AND WHEN I AWOKE..."
YES, I'LL SIGN, OFFICER.
POOR DEAR JERVIS DID GIVE ME POWER OF ATTORNEY!
"AND SO, MY PARTNERS STOLE MY BUSINESS AND LOCKED ME IN HERE, A CONVICTED LUNATIC..."
"THAT'S WHEN I STARTED BROODING ABOUT HATS..."
HATS?
YES. DO YOU KNOW WHY HATTERS WENT MAD?
6/22/91
LOEBS, CINFA & NYBERG
NO, WHY?
BECAUSE THE FELT THEY USED WAS TREATED WITH MERCURY!
THEY WERE DESTROYED BY THE POISONS IN THEIR INDUSTRY...
JUST AS I WAS DESTROYED BY THE POISONS IN MINE!
I WAS A MAD HATTER! HA! HA! HA!

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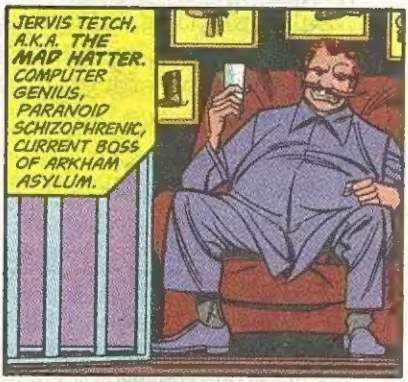
From:

A Comics Specialty Outlet

I THOUGHT IT WOULD BE A GOOD IDEA TO TEST ONE OF MY CONTROL-HATS ON THE JOKER, GUESS NOT.
HE FREAKED OUT AND BATMAN APPEARED. ONE OF THOSE DAYS...
GET HIM!



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